

THE SEVEN DRAGON OVERLORDS



HOMEBREW

A Draconic Bestiary for D&D 5e

THE HUNTING GAMES

The ancient city of Imperia was once the greatest metropolis in all the land. With mighty towers that reached the heavens and wealth beyond imagination, there was no mortal realm that could compare to it.

However, its ruler, eager to extend the territory of his kingdom and add to his already massive wealth, started a campaign to expand Imperia. Rallying the people under the banner of unity, the mortals entered an almost unstoppable frenzy, reaching across all corners all the land.

Unfortunately, destiny was a cruel mistress: in their eagerness and rush, the kingdom had entered the lands of seven mighty entities, the Dragon Overlords: Athrazor, Lord of Cinder; Coldryum, the Crystal Nightmare; Noxia, Mistress of Venom; Slithrae, Terror of the Depths; Umbrasaz, the Undying Shadow; Zhao Leng, Emperor of the Skies and Magnamanus, the Dragon Tyrant.

Creatures of unimaginable strength, they wiped the armies that entered their domains and proceeded to attack the mortal kingdom in punishment for their advance. Desperate, the king's mages executed an emergency plan: gathering arcane energies from across the Multiverse, they summoned back from the dead the spirits of powerful heroes, legends of their respective lands who'd already managed to surpass unbelievable odds. Amused, the Dragon Overlords offered the king a deal: if his Champions could defeat them, they'd leave the kingdom forever. However, if they failed, they would make all mortals their slaves for eternity. The deal was sealed, and the king's Champions faced the mighty dragons in combat.

However, for as powerful and experienced as the Champions were, the Overlords proved too much. Their mangled corpses were thrown upon the throne room, and they claimed the kingdom as theirs. Stealing all riches and wreaking havoc to their leisure, they made a final warning before leaving: at the end of each century, they would come back, eager to steal and destroy as they saw fit. Before leaving, though, they encouraged the mortals to once again try their luck. *"We will face all your champions, mortals, and we will prevail"*

Thus, the Hunting Games were born. Each century, the city of Imperia once again becomes a battleground, with the almighty Dragon Overlords returning, ready to face the legends of other lands and proving that no one can compete against the dreadful power.





ATHRAZOR, LORD OF CINDER

Ariginating from the Ashen Volcano at the north of Imperia, the Lord of Cinder Athrazor is the youngest and most vicious of all the Dragon Overlords. Eager to prove himself in battle against anyone, it was him who caused the most havoc in the first attack of the Overlords against the city of Imperia.

Violent and short tempered, Athrazor enjoys the danger of battle more than any of his brethren, launching himself towards his prey and striking with speed and rage, wounding his enemies and overpowering them with his fiery breath. Though no mortal has yet proven to be his match in the fray of combat, those few who have pushed him far enough have seen his wrath explode, increasing his speed and savagery even further.

His hot temper, however, has brought him conflict with the other Overlords, whom, with the exception of Magnamanus the Tyrant, he sees as inferior to him. His hatred towards some of the Overlords, like the Emperor of the Skies Zhao Leng with whom he constantly fights for dominion over the skies, and his despise towards the Undying Shadow Umbraszar, whom he considers a coward reliant on cheap tricks, is well known by the other dragons.

Despite his young age though, Athrazor is one of the strongest Dragon Overlords, keeping pace with the Emperor of the Skies and shadowed only by the might of the Dragon Tyrant. Volcanoes erupting under his mere presence, his power has made the rest of the Overlords constantly keep an eye on his actions, his unpredictability and impulsiveness always a factor to consider. Constantly flying through the city in search of violence, no one enjoys the Hunting Game more than the Lord of Cinder, Athrazor.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Athrazor takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground Athrazor can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- Athrazor strikes the ground, shaking his lair in a 60-foot radius around him. Each creature other than him on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone. Then, Athrazor can fly up to half his movement speed.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads a round corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn.

ATHRAZOR, LORD OF CINDER

Huge dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 430 (20d12 + 300)

Speed 50 ft., climb 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	29(+9)	29 (+9)	17 (+3)	23 (+6)	25 (+7)

Saving Throws Dex +17, Con +17, Wis +14, Cha +15

Skills Insight +14, Intimidation +15, Perception +14, Stealth +13

Damage Immunities fire

Condition Immunities charmed, exhausted, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 28 (120,000 XP)

Ashen Rage (Mythic Trait; Recharges after a Short or Long Rest). If Athrazor is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 430 hit points. In addition, his movement no longer provokes opportunity attacks and his attacks wound their target. At the start of each of its turns, a wounded creature takes 1d6 necrotic damage for each time it's been wounded. It can then make a DC 15 Constitution saving throw, ending the effect of all wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Rampage. When Athrazor reduces a creature to 0 hit points with a melee attack on his turn, Athrazor can take a bonus action to move up to half his speed and make a claw attack.

Magic Resistance. Athrazor has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Athrazor fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Athrazor can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 8) piercing damage plus 21 (6d6) fire damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 29 (6d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. In addition, the target must succeed on a DC 24 Strength saving throw or be pushed up to 15 feet away from Athrazor.

Frightful Presence. Each creature of Athrazor's choice that is within 120 feet of him and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Athrazor's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). Athrazor exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Smoke Breath (Recharge 5–6). Athrazor exhales smoke in a 90-foot cone. The smoke spreads around corners. It lasts for one minute or until strong wind disperses the fog. Creatures completely in the cloud are blinded and can't be seen.

Reactions

Bloody Rampage. When Athrazor takes damage, he makes one attack with its claws against a random creature within its reach.

Legendary Actions

Athrazor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Athrazor regains spent legendary actions at the start of his turn.

Detect. Athrazor makes a Wisdom (Perception) check.

Move. Athrazor moves up to his movement speed.

Tail Attack. Athrazor makes a tail attack.

Wing Attack (Costs 2 Actions). Athrazor beats his wings. Each creature within 15 feet of him must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Athrazor can then fly up to half his flying speed.

Mythic Actions

If Athrazor's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Ashen Rage.

Heat Wave. Athrazor creates a blast of heat within 300 feet of himself. Each creature in the area in physical contact with metal objects (for example, carrying metal weapons or wearing metal armor) takes 21 (6d6) fire damage. In addition, each creature in the area that isn't resistant or immune to fire damage must make a DC 25 Constitution saving throw or gain one level of exhaustion.

Fiery Break (Costs 3 actions). Athrazor releases a volcanic fury that empowers him. Until the end of his next turn, all his attacks deal an extra 21 (6d6) fire damage. In addition, Athrazor can use an action to destroy any magical creation of force, disintegrating it.

COLDRYUM, THE CRYSTAL NIGHTMARE

Coming from the Icy Pillars at the south of the continent, the Crystal Nightmare Coldryum is the quietest and most tranquil of all the Dragon Overlords. Be it his serious and observant demeanor or his natural connection to the ancient element of ice, Coldryum never acts before assessing the situation at hand, knowing best when to take advantage of a situation.

However, beneath his calmly presence hides great ambition. The most interested in the treasures of the ancient kingdom, Coldryum exploited the chaos provoked by the attack of the Overlords to steal all he could find in the ruins of the crumbling city. With mountains of gold and piles of magical items in his claws, the Crystal Nightmare knew that the Hunting Games would be the perfect opportunity to increase his riches. It was him who convinced the other Dragon Overlords that the Hunting Games should be repeated every 100 years, giving the Imperians enough time to recover, to once again gather treasure for his grasp.

When it comes to dealing with the rest of the Overlords, however, Coldryum usually opts for a low profile approach. While sharing his amusement with the champions with the Undying Shadow, Umbras, with whom he has an uneasy alliance, the Crystal Nightmare avoids treating with the rest of the Overlords, especially when it comes to the Terror of the Depths Slithrae and Athrazor, Lord of Cinder, whom he considers nothing more than savages.

Thus, while most of the Overlords enjoy themselves wreaking havoc throughout the city and battling against the champions of other planes, Coldryum employs his time assaulting any structure that may contain loot worth taking. However, when battle comes to him, none can withstand his power over ice and cold. Knowing that any adventurers brought to Imperia would surely bring with them relics of other lands, the Crystal Nightmare eagerly awaits any opportunity to face the mortal champions in combat and claim their possessions for himself.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Coldryum takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Freezing fog fills a 20-foot-radius sphere centered on a point Coldryum can see within 120 feet of him. The fog spreads around corners, and its area is heavily obscured. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A strong wind disperses the fog. The fog otherwise lasts until Coldryum uses this lair action again or until he dies. Creatures inside the fog have disadvantage on Constitution saving throws to maintain concentration.
- Jagged ice shards fall from the sky, striking up to six creatures underneath that Coldryum can see within 120 feet of him. He makes one ranged attack roll (+14 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- Coldryum creates an opaque wall of ice on a solid surface he can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space; appearing on whichever side of the wall he wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when Coldryum uses this lair action again or when he dies.



COLDRYUM, THE CRYSTAL NIGHTMARE

Gargantuan dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 360 (14d20 + 213)

Speed 40 ft., burrow 40 ft., climb 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	27 (+8)	21 (+5)	25 (+7)	23 (+6)

Saving Throws Str +16, Con +16, Wis +15

Skills Athletics +16, Intimidation +14, Perception +13

Damage Immunities cold, radiant

Condition Immunities charmed, exhausted, paralyzed

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 24

Languages Common, Draconic

Challenge 25 (75,000 XP)

Special Equipment. Coldryum wields an *orb of dragonkind* and wears a *ring of winter*.

Frozen Armor (Mythic Trait; Recharges after a Short or Long Rest). If Coldryum is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 360 hit points. In addition, Coldryum casts the *armor of agathys* spell on himself, as a 9th level spell. Finally, while he has at least 1 hit point, each creature within 10 feet of him takes 15 cold damage at the start of each of his turns.

Mirror Reflection. While Coldryum is under direct sunlight, creatures that can see him have disadvantage on attack rolls against him.

Crystal Reflection. Once per round, whenever Coldryum would take at least 10 radiant damage, he takes no damage. Instead, all creatures within 30 feet of him must make a DC 24 Constitution saving throw, taking 42 (12d6) radiant damage and being blinded on a failed save. On a successful save, they take half as much damage and aren't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magic Resistance. Coldryum has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Coldryum fails a saving throw, he can choose to succeed instead.

Actions

Multiaction. Coldryum can use his Frightful Presence. He then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 8) piercing damage plus 18 (4d8) cold damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage and the target must succeed on a DC 24 Strength saving throw or be pushed up to 15 feet away from Coldryum.

Frightful Presence. Each creature of Coldryum's choice that is within 120 feet of him and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Coldryum's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Coldryum exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 84 (24d6) cold damage and having their speed halved until the end of their next turn on a failed save, or half as much damage and not having their speed reduced on a successful one.

Icy Prison (Recharge 5-6). Coldryum freezes the air around a creature he can see within 60 feet of him. The target must make a DC 24 Constitution saving throw or be imprisoned by a block of ice. A trapped creature is stunned, has total cover against attacks and other effects outside the block, and takes 35 (10d6) cold damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, freeing itself on a success. The creature is also freed if the block is destroyed, which is a Huge object with AC 18, 30 hit points, and immunity to poison and psychic damage.

Reactions

Frigid Shield. When a creature Coldryum can see targets him with an attack, Coldryum gains 20 temporary hit points. If the attack hits and reduces the temporary hit points to 0, each creature within 5 feet of Coldryum takes 18 (4d8) cold damage.

Legendary Actions

Coldryum can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Coldryum regains spent legendary actions at the start of its turn.

Detect. Coldryum makes a Wisdom (Perception) check.

Tail Attack. Coldryum makes a tail attack.

Wing Attack (Costs 2 Actions). Coldryum beats his wings. Each creature within 15 feet of him must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Coldryum can then fly up to half his flying speed.

Mythic Actions

If Coldryum's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Frozen Armor.

Frozen Impalement (Costs 3 actions). Coldryum summons ice spikes from the ground. All creatures on the ground of his choice within 120 feet of him must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 27 (6d8) piercing damage and is restrained by being impaled on the spike. A creature can use an action to remove itself (or a creature it can reach) from the spike, ending the condition.

MAGNAMANUS, DRAGON TYRANT

Mightiest of all the Dragon Overlords and ruler of the Mountains at World's End, northeast of the city of Imperia, the Dragon Tyrant Magnamanus is power made flesh. Towering above all creatures in the world and exerting his imposing presence above all, legends from ancient times already recognized Magnamanus as nothing short of a deity, the first dragon of the plane and the most powerful creature alive.

No matter his origins, one thing is for certain: all the Overlords acknowledge Magnamanus as the strongest and pseudo-leader of the group. He was the first to attack Imperia

after the mortals' invasion of his lands, as punishment for their hubris. In his eyes, only he was worthy of expanding his domain across the land; the fact that he'd allowed the rest of his brethren to take territories of their own was merely due to them belonging to his kin. As the Dragon Tyrant, those he considered worthy deserved such recognition, and the Overlords represented the pinnacle of dragonkin, inferior only to himself.

Thus, when such measly creatures dared tread into his lands, Magnamanus took it upon himself to show those insolent mortals their place in this world. The few survivors of the first Hunting Games tell of a thunderous roar heard across all the continent, heralding the doom of their civilization. Not long after, the Overlords appeared in the city of Imperia, as if rallying under the will of the Dragon Tyrant. Even with all their knowledge, grand armies, powerful weapons and mighty Champions, the kingdom fell under the might of the Overlords.

However, Magnamanus knew that the mortals' nature would eventually lead them back to him, thirsty for revenge. The Crystal Nightmare's proposal of creating the Hunting Games served the purpose of not only entertaining his fellow Overlords, but most importantly, remember the citizens of Imperia their place: beneath them, beneath him.

Since then, the Dragon Tyrant has been the one to announce the beginning of each century's Hunting Games, watching as the Overlords brought chaos to the city and battled against the Champions of other lands. Yet, in all seven iterations of the game, no group has ever faced the Tyrant, whose power is only remembered through the stories of his first rampage.

However, the Dragon Tyrant has earned his title, with all Overlords recognizing him and evading any conflict with him. Even with Athrazor's and Zhao Leng's wishes to overthrow him, Slithrae's mission of bringing all the plane under the ocean and Umbrasor's continuous scheming, none dare oppose the monster whose mere existence breaks the land, whose mere presence has gravity act at his command, whose very will can end magic with but a thought. The Dragon Tyrant thus awaits, watching as the mortals' hope forever wanes, waiting for those foolish enough to dare face him.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Magnamanus takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- The earth quakes under Magnamanus' presence, as if under the effects of the *earthquake* spell. The effects last until the next initiative count 20 or until Magnamanus dies.
- Gravity strengthens under the will of the Dragon Tyrant. All creatures of his choice that he can see within 1 mile must make a DC 27 Charisma saving throw or have their speed reduced by half until Magnamanus uses another lair action or he dies.
- Magnamanus casts the *command* spell on every creature of his choice he can see (save DC 27). He issues the same command to all the targets.



MAGNAMANUS, DRAGON TYRANT

Gargantuan dragon (titan), lawful evil

Armor Class 25 (natural armor)

Hit Points 540 (20d20 + 330)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	26 (+8)	27 (+8)	30 (+10)

Saving Throws Str +19, Con +19, Wis +17, Cha +17

Skills Athletics +19, Insight +17, Intimidation +19,

Perception +17

Damage Resistances force, poison, psychic, thunder

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 30 (155,000 XP)

Might of the Dragon Sovereign (Mythic Trait; Recharges after a Short or Long Rest). If Magnamanus is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 540 hit points. In addition, he gains the benefits of the *primordial ward* spell for one hour, without requiring concentration. Finally, the area affected by his *Thunderous Roar* acts as an antimagic field for one hour.

Spell Resistant Skin. Magnamanus has advantage on saving throws against spells and other magical effects, and any creature that makes a spell attack against him has disadvantage on the attack roll.

Legendary Resistance (5/Day). If Magnamanus fails a saving throw, he can choose to succeed instead.

Siege Monster. Magnamanus deals double damage to objects and structures.

Actions

Multiattack Magnamanus can use his Frightful Presence or Presence of the Dragon Tyrant. It then makes five attacks: one with its bite, three with its claws and one with its tail.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Magnamanus can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Magnamanus' choice that is within 120 feet of him and aware of him must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Magnamanus' Frightful Presence for the next 24 hours.

Presence of the Dragon Tyrant. Each creature of Magnamanus' choice that is within 1 mile of him and aware of him must succeed on a DC 27 Wisdom saving throw or be affected by his presence. A creature affected this way has its flying speed (if any) reduced to 0 feet, and cannot use spells or items to fly. This effect lasts until the end of the creature's next turn. An airborne creature affected this way is violently pulled to the ground, taking fall damage.

Thunderous Roar (Recharge 5–6). Magnamanus roars with thunderous force, wreaking havoc in a 300-foot cone. Each creature in that area must make a DC 27 Constitution saving throw. On a failed save, a creature takes 91 (26d6) thunder damage and is deafened. A creature deafened this way is paralyzed. On a successful save, a creature takes half as much damage and isn't deafened. A deafened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Judgement of the Dragon God (Recharges after a Long Rest). Magnamanus, Dragon Tyrant casts the *Meteor Swarm* spell (save DC 27), dealing bludgeoning damage instead of fire damage. The affected area then becomes difficult terrain.

Legendary Actions

Magnamanus can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Magnamanus regains spent legendary actions at the start of his turn.

Detect. Magnamanus makes a Wisdom (Perception) check.

Attack. Magnamanus makes a claw or tail attack.

Trembling Strike (Costs 2 Actions). Magnamanus strikes the ground, triggering an earth tremor. All other creatures on the ground within 60 feet of him must succeed on a DC 27 Strength saving throw or be knocked prone.

Mythic Actions

If Magnamanus's mythic trait is active, he can use the options below as legendary actions for 1 hour after using *Might of the Dragon Sovereign*.

Order of the Dragon Lord (Costs 3 actions). Magnamanus ends all magic around him with his sheer will. He casts *dispel magic*, targeting any number of creatures or magical effects he can see within 120 feet and ignoring immunity to the *dispel magic* spell.

NOXIA, MISTRESS OF VENOM

Sovereign of the Dread Swamps at the southwest of Imperia, the Mistress of Venom Noxia is the most cruel and sadist member of the Dragon Overlords. Even when remaining in her domains, she was already known throughout the continent as a monster who enjoyed watching as adventurers and explorers perished under the toxic gases of her lands.

However, when the mortals dared enter her Dread Swamp with the foolish intention of taking it for their kingdom, the Mistress of Venom knew that it was time to show those inferior creatures the true meaning of pain. If the mortals were so eager to suffer under her venomous whim, then she would gladly take such gift to their beloved city.

Thousands fell under her poisonous breath, their skin peeling off their bodies and their lungs rotting in the presence of her venom, and all weapons and protections proved meaningless under her acidic claws, corroding everything in her way into oblivion. She wasn't interested in the meaningless treasures of the mortals like Coldryum, nor did she share Umbras or Zhao Leng's fascination with them; for her, mortals were only useful as long as they were suffering, serving as her entertainment.

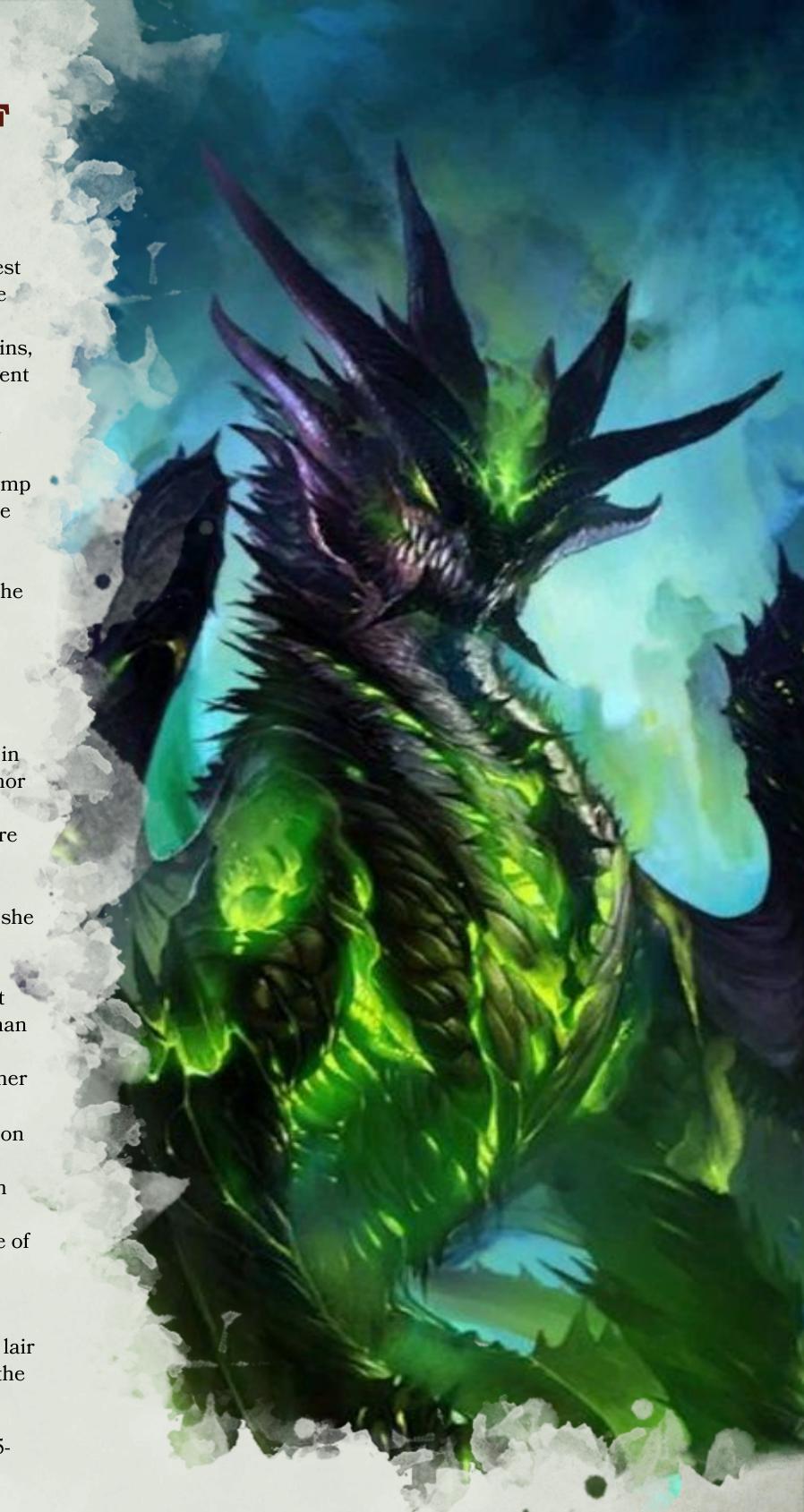
Thus, when the Hunting Game was proclaimed by Magnamanus, Noxia was most joyful. Now, every century, she would have the opportunity to not only see the pain of the weak retching under her poison, but to have the most powerful and brave heroes of other lands experience what true suffering is. Nothing brought her more satisfaction than the idea of having those brave champions, who'd already faced the dangers of their planes, fall under the power of her venom.

Now, the Mistress of Venom eagerly awaits every iteration of the Game, expectant to play with her victims. Slowly debilitating them through the stay in Imperia, having them watch as those they try to protect die under her dreadful poison, Noxia enjoys nothing more than the slow spectacle of watching her prey slowly wither away and perish.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Noxia takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Poisonous gases erupt from underneath, covering a 15-foot-radius area centered on four points that Noxia, Mistress of Venom can see within 120 feet of her until initiative count 20 on the next round. No creature inside the area can regain hit points until the effect ends.
- Noxia, Mistress of Venom casts the *Tasha's Caustic Brew* spell (save DC 23), creating three lines instead of one. Noxia doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.
- Noxia, Mistress of Venom casts the *Stinking Cloud* spell (save DC 23), centered on a point she can see within 120 feet from her. Noxia doesn't need to concentrate on the spell, which end on initiative count 20 of the next round.



NOXIA, MISTRESS OF VENOM

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 390 (12d20 + 264)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	25 (+7)	25 (+7)	29 (+9)	25 (+7)

Saving Throws Str +15, Dex +12, Con +15, Wis +17
Skills Deception +15, Insight +17, Nature +15,

Perception +17, Persuasion +15

Damage Immunities acid, poison

Condition Immunities charmed, exhausted, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 27 (105,000 XP)

Venomous Absorption (Mythic Trait; Recharges after a Short or Long Rest). If Noxia is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she regains 390 hit points. In addition, at the start of her turn, all poisoned creatures within 60 feet of her take 6d6 poison damage, and Noxia gains temporary hit points equal to the damage dealt.

Dreadful Venom. Damage dealt by Noxia ignores resistance to poison damage and treats immunity to poison damage as resistance. In addition, while within 120 feet from her, immunity to the poisoned condition is treated as advantage on the saving throw.

Magic Resistance. Noxia has advantage on saving throws against spells and other magical effect.

Legendary Resistance (3/Day). If Noxia fails a saving throw, she can choose to succeed instead.

Actions

Multiaction. Noxia can use her Frightful Presence. She then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 29 (4d10 + 7) piercing damage plus 21 (6d6) poison damage and the target must make a DC 23 Constitution saving throw or be poisoned.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 21 (6d6) acid damage. Unless a creature avoids taking any of this acid damage, any armor worn by the creature takes a permanent -1 penalty to the AC it offers. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to -5, the object is destroyed.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage. In addition, the target must succeed on a DC 23 Strength saving throw or be pushed up to 15 feet away from Noxia.

Frightful Presence. Each creature of Noxia's choice that is within 120 feet of her and aware of her must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Noxia's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). Noxia exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 77 (22d6) poison damage and becoming poisoned on a failed save, or half as much damage and not becoming poisoned on a successful one.

Venenum Infirmitatem (Recharge 5-6). Noxia ejects her deadliest poison at a creature she can see within 30 feet of her. The target must make a DC 23 Constitution saving throw. On a failed save, it takes 55 (10d10) poison damage and then gains vulnerability to poison damage for 1 minute. On a successful save, it takes half damage and does not gain the vulnerability.

Reactions

Acid Armor. Whenever a melee weapon hits Noxia, she can use her reaction to corrode it with her acidic blood. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Legendary Actions

Noxia can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Noxia regains spent legendary actions at the start of her turn.

Detect. Noxia makes a Wisdom (Perception) check.

Move. Noxia moves up to her movement speed.

Tail Attack. Noxia makes a tail attack.

Wing Attack (Costs 2 Actions). Noxia beats her wings. Each creature within 15 feet of her must succeed on a DC 23 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Noxia can then fly up to half her flying speed.

Mythic Actions

If Noxia's mythic trait is active, she can use the options below as legendary actions for 1 hour after using Venomous Absorption.

Poisonous Armor (Costs 2 actions). Noxia covers herself with gaseous poison. Until the end of her next turn, any creature that starts its turn within 10 feet of Noxia must succeed on a DC 23 Constitution saving throw or take 15 (4d6) poison damage and be poisoned until the end of the creature's next turn.

Overflowing Acid (Costs 3 actions). Noxia casts the *Vitriolic Sphere* spell four times, centered on four different points she can see (save DC 23). A creature in the area of multiple acid bursts is affected only once.

SLITHRAE, TERROR OF THE DEPTHS

Suler of the Endless Ocean found east of Imperia, the Terror of the Depths commands the primal element of water against those who would disrespect the great seas of this world. In her eyes, the oceans are the epitome of life, its massive ecosystems and powerful habitants lurking in its depths representing the pinnacle of evolution, only beneath the Dragon Tyrant himself.

Even before the first expansion quest of the Imperians which triggered the Overlords' attack, Slithrae already a bone to pick with the mortals, whose constant contamination of the waters and hunting of her aquatic brethren had incurred in her wrath. However, their expansive intent and invasion into her very lair was the breaking point.

When the first attack on the city started, giant waves crashed against the east of the ancient city commanded by her wrath, drowning down all mortals who would oppose her vengeful rampage. Yet, she knew that it was in their nature to once again rise back, to once again damage her precious seas.

Unlike the rest of the Overlords, however, Slithrae was against the idea of the Hunting Game. She'd rather kill all mortals right then and there, ending the problem once and for all. However, Magnamanus' will was prominent, and against monsters like him or the likes of the Lord of Cinder, the Terror of the Depths would rather give in than openly oppose.

Thus, her participation in the Hunting Game was sealed, and just like her fellow Overlords, Slithrae takes advantage of such chance to make the Imperians pay for their disrespect of the oceans. However, deeper plans steer in the mind of the Terror of the Depths.

In her view, the world would be a better place if it was consumed by her endless oceans; an aquatic paradise to host all life in the world, but such endeavor would eventually take her into conflict with the Tyrant. So, when the Emperor of the Skies Zhao Leng proposed her an alliance, she was happy to comply. The Game would buy them time; eventually, their Deadly Alliance will overturn the Tyrant's reign, and Slithrae will plunge the world into the depths.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Slithrae takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Pools of water in the lair surge outward in a grasping tide. Any creature within 20 feet of such a pool must succeed on a DC 22 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- Water within 120 feet of any of Slithrae's heads becomes dark until initiative count 20 of the next round. A creature with darkvision can't see through the water, and light can't illuminate it.
- Slithrae summons 1d4 Enormous Tentacles, which are Elemental instead of Beast. These tentacles have 20 hit points and have their speed reduced to 0.



SLITHRAE, TERROR OF THE DEPTHS

Gargantuan dragon, neutral evil

Armor Class 20 (natural armor)

Hit Points 360 (12d20 + 234)

Speed 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	25 (+7)	17 (+3)	21 (+6)	25 (+7)

Saving Throws Str +14, Con +14, Wis +13

Skills Intimidation +14, Perception +13, Stealth +10

Damage Immunities acid, cold

Condition Immunities charmed, exhausted, frightened

Senses blindsight 120 ft., darkvision 300 ft., passive Perception 23

Languages Common, Draconic

Challenge 24 (62,000 XP)

Wrath of the Sea Hydra (Mythic Trait; Recharges after a Short or Long Rest). If Slithrae is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she regains 360 hit points. In addition, she gains two heads, which are Gargantuan creatures that appear in unoccupied spaces within 60 feet of her, sharing the same hit points. Whenever she takes an action, it can originate from any of her heads. While she has more than one head, Slithrae has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious. Whenever Slithrae takes 70 or more damage in a single turn, one of her heads dies. If all her heads die, Slithrae dies. At the end of her turn, she grows two heads for each of her heads that died since her last turn. Slithrae regains 35 hit points for each head regrown in this way.

Reactive Heads. For each head Slithrae has beyond one, she gets an extra reaction that can be used only to make opportunity attacks.

Magic Resistance. Slithrae has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Slithrae fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. Slithrae's spellcasting ability is Charisma (spell save DC 24). She can innately cast the following spells, requiring no material components:

At will: *control water, wall of water*

Actions

Multiattack. Slithrae can use her Frightful Presence. She then makes as many bite attacks as she has heads and one tail attack, which she can replace with one use of Fling. She can replace any of her bite attacks with a water jet attack.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 29 (4d10 + 7) piercing damage plus 18 (4d8) cold damage.

Water Jet. Ranged Weapon Attack: +14 to hit, range 120 ft., one target. Hit: 28 (8d6) bludgeoning damage, and the target is knocked prone if it fails a DC 22 Strength saving throw.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 25 (4d8 + 7) bludgeoning damage. In addition, the target must succeed on a DC 22 Strength saving throw or be grappled (escape DC 22). Until this grapple ends, the target is restrained. Slithrae can only grapple one target at the same time this way.

Fling. One Large or smaller object held or creature grappled by Slithrae is thrown up to 60 feet in a direction of her choice and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

Frightful Presence. Each creature of Slithrae's choice that is within 120 feet of her and aware of her must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Slithrae's Frightful Presence for the next 24 hours.

Water Breath (Recharge 5-6). Slithrae exhales pressured water in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 77 (22d6) bludgeoning damage on a failed save and being pushed up to 30 feet away of Slithrae on a failed save, or half as much damage and not being pushed back on a successful one.

Tsunami (Recharges after a Long Rest). Slithrae casts the *Tsunami* spell, without requiring concentration (save DC 22). She is immune to its effects.

Legendary Actions

Slithrae can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Slithrae regains spent legendary actions at the start of her turn.

Detect. Slithrae makes a Wisdom (Perception) check. She makes this check with advantage if she has more than one head.

Move. Slithrae moves any number of heads up to her movement speed.

Tail Attack. Slithrae makes a tail attack or uses her Fling.

Crush. One creature that Slithrae is grappling is crushed for 23 (3d10 + 7) bludgeoning damage.

Mythic Actions

If Slithrae's mythic trait is active, she can use the options below as legendary actions for 1 hour after using Wrath of the Sea Hydra.

Water Prison (Costs 3 actions). Slithrae casts the *Watery Sphere* spell on three targets (save DC 22).

UMBRAZAR, THE UNDYING SHADOW

Jidden in the mysterious Shadowlands west of the Imperia, the Undying Shadow Umbrazar kept to himself, exploring the mysteries of the arcane and the dead. As such, he was rather interested in the secrets of the mortal civilization. He admired the mortals' unending hunger for knowledge, the one redeeming quality of such measly species.

Their invasion of the Shadowlands was never a problem; under the might of his magic and legions of undead, the armies of Imperia proved worthless, and the Undying Shadow was most satisfied to have more mortals to experiment with. However, when the Tyrant's roar announced the incoming assault, Umbrazar knew he'd found a marvelous chance.

Using such opportunity to study the mortals and their magic, Umbrazar was astounded when the Imperians pulled such a mighty feat of bringing Champions of other lands to face them. If the mortals possessed the secrets of planar travel, the Undying Shadow would find a way to master it.

Now, every Hunting Game is a chance to further his knowledge and finally escape the bounds of this plane. His alliance with the Crystal Nightmare would serve him well, for the other Overlords' distrust of his schemes could prove an inconvenience and an ally was most helpful. Until the moment is ripe, Umbrazar will continue attending the Game, learning, experimenting, readying himself for the moment when he bring expand his dominion over magic and death to all corners of the Multiverse.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Umbrazar takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Umbrazar causes up to six corpses within the lair to rise as skeletons, zombies, or ghouls. These undead obey his telepathic commands, which can reach anywhere in the lair.
- Umbrazar causes skeletal arms to rise from an area on the ground in a 20-foot square that he can see. They last until the next initiative count 20. Each creature in that area when the arms appear must succeed on a DC 23 Strength saving throw or be restrained until the arms disappear or until Umbrazar releases their grasp (no action required).
- Umbrazar targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers Umbrazar to the target. Whenever Umbrazar takes damage, the target must make a DC 22 Constitution saving throw. On a failed save, Umbrazar takes half the damage (rounded down) and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until Umbrazar or the target is no longer in his lair.
- Umbrazar casts the darkness spell four times at its lowest level, targeting different areas with the spell. Umbrazar doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.



UMBRAZAR, THE UNDYING SHADOW

Gargantuan undead, neutral evil

Armor Class 22 (natural armor)
Hit Points 320 (12d20 + 194)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	23 (+6)	30 (+10)	25 (+7)	25 (+7)

Saving Throws Dex +10, Con +16, Int +18, Wis +15
Skills Arcana +18, Perception +15, Stealth +10
Damage Resistances psychic
Damage Immunities necrotic, poison, bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 27 (105,000 XP)

Devouring Darkness (Mythic Trait; Recharges after a Short or Long Rest). If Umbrazar is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 320 hit points. In addition, he gains the benefits of the *Shadow of Moil* spell, without requiring concentration. Finally, for one hour, whenever Umbrazar deals necrotic damage to a creature, the creature must succeed on a DC 22 Constitution saving throw or have its hit point maximum reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction lasts until the target finishes a long rest or is affected by a spell like *greater restoration* or similar magic.

Magic Resistance. Umbrazar has advantage on saving throws against spells and other magical effects.

Turn Resistance. Umbrazar has advantage on saving throws against any effect that turns undead.

Legendary Resistance (3/Day). If Umbrazar fails a saving throw, he can choose to succeed instead.

Spellcasting. Umbrazar is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). Umbrazar has the following wizard spells prepared:

- Cantrips (at will): *mage hand*, *chill touch*, *sapping sting*
- 1st level (4 slots): *absorb elements*, *hex*, *shield*
- 2nd level (3 slots): *mirror image*, *invisibility*
- 3rd level (3 slots): *animate dead*, *counterspell*, *slow*
- 4th level (3 slots): *banishment*, *death ward*, *evard's black tentacles*, *phantasmal killer*
- 5th level (2 slots): *antilife shell*, *strying*, *wall of force*
- 6th level (2 slots): *circle of death*, *eyebite*, *disintegrate*, *soul cage*
- 7th level (1 slot): *finger of death*, *project image*
- 8th level (1 slot): *reality break*, *maze*, *mind blank*
- 9th level (1 slot): *power word kill*, *psychic scream*

Actions

Multiaction Umbrazar can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 18 (4d8) necrotic damage.

Claws. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. In addition, the target must succeed on a DC 22 Strength saving throw or be pushed up to 15 feet.

Frightful Presence. Each creature of Umbrazar's choice that is within 120 feet of him and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Umbrazar's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). Umbrazar exhales a bolt of necrotic energy in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 82 (15d10) necrotic damage on a failed save, or half as much damage on a successful one.

Invoke Curse (Recharges after a Long Rest). Umbrazar targets one creature he can see within 60 feet of him. The target must succeed on a DC 26 Constitution saving throw or be cursed. Until the curse is ended, the target can't regain hit points and has vulnerability to necrotic damage. Greater restoration, remove curse, or similar magic ends the curse on the target.

Legendary Actions

Umbrazar can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Umbrazar regains spent legendary actions at the start of his turn.

Detect. Umbrazar makes a Wisdom (Perception) check.

Cast a Spell (Costs 2 actions). Umbrazar casts one of his spells.

Wing Attack (Costs 2 Actions). Umbrazar beats his wings. Each creature within 15 feet of him must succeed on a DC 22 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Mythic Actions

If Umbrazar's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Devouring Darkness.

Disrupt Life (Costs 3 actions). Each creature within 20 feet of Umbrazar must make a DC 22 Constitution saving throw against this magic, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

ZHAO LENG, EMPEROR OF THE SKIES

Emperor of all the skies above the lands, the great Zhao Leng is known as the oldest of the Overlords, next to the Dragon Tyrant. Legends say that, just as Magnamanus is the most powerful creature in the land, the Emperor of the Skies is the strongest living creature in the heavens.



As lord of the sky, Zhao Leng thought he should be above all other creatures, but Magnamanus' might stood above all Overlords, and he knew better than facing an opponent he yet didn't have the means of overthrowing. When the Games started, he knew they would prove the best chance to turn the situation in his favor. Given his domain was never trespassed by the mortals, the clouds above Imperia far beyond their mortal reach, Zhao Leng was never in for revenge or pride. For him, the draconic assault was merely an opportunity of getting into the heads of the other Overlords, slowly forming an Alliance powerful enough to overthrow Magnamanus.

However, it wasn't beyond him to take advantage of such amusing game, the perfect moment to implant the fear of his power into the mortal hearts. With lightning powerful enough to break through stone and raging winds as strong as hurricanes, the Emperor of the Skies showed the world that even amongst the rest of the Overlords, he stood out.

But this power displays were merely an instrument. His ultimate goals was to gather obedience amongst the mortals, thralls that could eventually serve him to further his agenda. If the Imperians had found a way to summon champions from other lands, maybe they'd eventually bring someone who could deal with Magnamanus.

Even the other Overlords would serve him well. Slithrae was the first one to enter his Deadly Alliance, though he cared not about the oceans as long as he was the one ruling from above. Umbrasar and Coldryum would be easy to convince with promises of wealth and magic. Noxia was not an option; she respected and supported Magnamanus as long as he gave her ample space to feed her sadism. Finally, he refused to cooperate with Athrazor, an imprudent whelping who clearly didn't to know his place.

For now, Zhao Leng bids his time, playing his part in the Hunting Games. It is only a matter of time before he gathers enough pieces to make his move, and a new Tyrant emerges.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Zhao Leng takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Zhao Leng controls the winds around him to trap his enemies. He casts the *whirlwind* spell, without requiring concentration. The spell ends at the next initiative count 20.
- Zhao Leng controls the surrounding air as an extension of himself. Each creature Zhao Leng designates must succeed at a DC 25 Constitution saving throw or be hoisted or flung $3d6 \times 10$ feet through the air. A creature smashed into a solid object or released in mid-air takes $1d6$ bludgeoning damage for every 10 feet moved or fallen.
- Zhao Leng creates a 15-foot cube of swirling wind centered on a point he can see within 120 feet of him. Each creature in that area must make a DC 25 Constitution saving throw. A creature takes $2d10$ bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

ZHAO LENG, EMPEROR OF THE SKIES

Gargantuan dragon (titan), lawful evil

Armor Class 23 (natural armor)

Hit Points 460 (12d20 + 334)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	26(+8)	29 (+9)	25 (+8)	25 (+8)	25 (+7)

Saving Throws Str +17, Dex +16, Con +17, Wis +16

Skills Athletics +17, History +16, Insight +14,

Persuasion +17, Perception +16

Damage Immunities lightning, thunder

Condition Immunities charmed, exhausted, frightened, prone

Senses blindsight 120 ft., darkvision 300 ft., passive Perception 26

Languages Common, Draconic

Challenge 28 (120,000 XP)

Heavenly Ire (Mythic Trait; Recharges after a Short or Long Rest). If Zhao Leng is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 460 hit points. In addition, raging winds surround Zhao Leng, imposing disadvantage on melee attack rolls against him. Finally, lightning strengthens in the presence of Zhao Leng. Whenever Zhao Leng deals lightning damage to a creature, that creature can't take reactions until their next turn.

Living Storm. Zhao Leng is always at the center of a storm 1d6 + 4 miles in diameter. Heavy precipitation in the form of rain falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Magic Resistance. Zhao Leng has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Zhao Leng fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. Zhao Leng's spellcasting ability is Charisma (spell save DC 25). He can innately cast the following spells, requiring no material components:

At will: *control winds*, *gust of wind*, *wind wall*

3/day each: *chain lightning*, *storm sphere*

Actions

Multiattack. Zhao Leng can use his Frightful Presence. He then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 9) piercing damage plus 21 (6d6) lightning damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 23 (4d6 + 9) slashing damage plus 14 (4d6) lightning damage.

Tail. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage. In addition, the target must succeed on a DC 25 Strength saving throw or be pushed up to 15 feet away from Zhao Leng.

Frightful Presence. Each creature of Zhao Leng's choice that is within 120 feet of him and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Zhao Leng's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). Zhao Leng exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Storm. Zhao Leng magically creates three bolts of lightning, each of which can strike a target Zhao Leng can see within 300 feet of him. A target must make a DC 25 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Imperial Storm (Recharges after a Long Rest). Zhao Leng casts the *storm of vengeance* spell (save DC 23). He is immune to its effects.

Legendary Actions

Zhao Leng can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Zhao Leng regains spent legendary actions at the start of his turn.

Detect. Zhao Leng makes a Wisdom (Perception) check.

Move. Zhao Leng moves up to its speed.

Tail Attack. Zhao Leng makes a tail attack.

Lightning Strike (Costs 2 Actions). Zhao Leng uses Lightning Storm.

Mythic Actions

If Zhao Leng's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Heavenly Ire.

Screaming Gale (Costs 3 Actions). Zhao Leng releases a blast of thunder and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 25 Dexterity saving throw or take 22 (4d10) thunder damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

THANKS FOR READING!

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